

Readme File – CS21B052

Classes and their functionalities-

- **User Class**

- i) This class stores all the necessary details of the user.
- ii) All the personal information is stored in private fields to hide user-sensitive data.
- iii) The class has getters and setters of private fields as methods.
- iv) The class has the method “checkValid” which checks whether the given string contains all integers or not.

- **Admin Class**

- i) This class has all the information and functionalities related to Admin.
- ii) One need to enter the User Id and Password to sign in as Admin. The user Id and password are set in code as-
User Id- Admin
Password- admin@123
- iii) The admin has two functionalities-
 - a) To add money daily in the ATM.
 - b) To view the available balance in ATM.
- iv) The class has the method “addMoney” which stores the number of notes of all denominations in an array and returns it to the ATM’s balance.
- v) The method for showing available balance is written in “MoneyTransaction” class.

- **Account Class**

- i) This class contains all the functionalities which are “only” related to the User and not the ATM.
- ii) The class has a vector of “User” objects which stores the information of all the users dynamically.
- iii) The class has following methods- “signUp”, “signIn”, “getIdx”, “resetPin”, “resetPhoneNo”, “resetEmail”.

a) signUp method-

- Method to create account for new users.
- It checks if the account number entered by user is a 5-digit number or not.
- Further, it checks if the entered account number already exists in the database or not.
- If the account number is valid, the user should enter the PIN which should be a number. Then the user should re-enter the PIN and it should match with the PIN.
- Then, the user should enter the mobile number and e-mail address to create the account. The mobile number should be a 10- digit number.

b) signIn method-

- Method for login of existing users.
- To login, the user should enter account number and PIN.
- If both account number and PIN are valid, the account is signed in.
- If the login credentials are correct, the index where the details are stored in the vector is taken for further functionalities.
- The user can enter wrong PIN for a maximum of three times.

c) resetPin method-

- When user enters wrong password for 3 times, they get an option to reset the PIN.
- The user should enter the correct mobile number to reset the PIN.
- The user should re-enter the new PIN to set it successfully.

d) resetPhoneNo method-

- The user has an option to reset the mobile number.
- They should enter the correct old mobile number to set the new one.

e) resetEmail method-

- The user has an option to reset the email address too.
- They should enter the correct old email address to set the new one.

- **CashDispenser (Abstract) Class**

- i) The class contains two arrays- one array “cash” contains the number of notes of each denomination and another array “denomination” contains the denomination of respective index in “cash” array.

- **Functionality Interface**

- i) This interface contains all the functionalities required to proceed the transaction.
- ii) The functionalities include depositing money, checking cash availability, getting index of required denomination.

- **MoneyTransaction Class**

- i) This class contains all the methods related to transactions between bank account and ATM.
- ii) The class has following methods- getDenomination, cashAvailability, depositMoney, withdrawMoney, showAvailableBalance.
 - a) getDenomination method-
 - Gives the denomination of provided index from the “denomination” array.
 - b) cashAvailability method-
 - It is a method to check if the required amount is available in ATM or not.
 - The availability of cash is checked from higher denominations to lower denominations if the required number of notes/coins are available in the ATM or not.

- c) depositMoney method-
 - A method to let user deposit money in ATM.
 - The users select the denomination they want to deposit and enter -1 when they have deposited all the money.
 - After that, the updated account balance is shown.
 - The number of notes deposited by user are stored denomination wise in an array to make changes in “cash” array.
- d) depositMoney method with array as parameter-
 - Polymorphism is used here for depositMoney method.
 - This method updates the “cash” array with the money deposited by the user.
- e) withdrawMoney method-
 - A method to let user withdraw the money from ATM.
 - If the “cashAvailability” method returns true, then the cash is withdrawn from the ATM and “cash” array is simultaneously updated.
 - The cash is withdrawn in the same way as it checks in “cashAvailability” method.
- f) showAvailableBalance method-
 - A method for admin to show available balance in ATM.
 - The method shows the number of each denomination available in ATM.

Use of OOPs concept in ATM-

- **Use of Inheritance-**
 - Inheritance is used in “MoneyTransaction” class. The class uses the fields from the class “CashDispenser”, where the information related to number of notes available in ATM is stored.
 - Inheritance has helped to create new class to specify new implementation using the data from the super class.

- **Use of Polymorphism-**
 - Polymorphism is used in “depositMoney” method in “MoneyTransaction” class.
 - One method without any parameter collects the data about the number of notes deposited by the user for respective denominations and stores it in an array.
 - Another method with that array as parameter updates the data in “cash” array.
 - Polymorphism has helped to increase readability as we can use same name for the methods having same functionalities.
- **Use of Interface-**
 - Interface is used to keep a track of all the functionalities used in the transaction.
 - The interface “Functionality” contains those methods which are implemented in “MoneyTransaction” class.
- **Use of Encapsulation-**
 - Objects are created for all classes.
 - Each classes have different functionalities. All the functionalities are encapsulated into the classes.